

Claims

What is claimed is:

- 5 1. A method for activating a media player, comprising:
establishing at least one rule defining a predefined
user activity, said rule including at least one condition and an
action item to be performed to automatically activate said media
player when said rule is satisfied;
10 analyzing at least one of audio and video information
focused on a user to identify said condition; and
performing said action item if said rule is satisfied.
- 15 2. The method of claim 1, wherein said user activity
suggests that said user would like to activate said media player.
- 20 3. The method of claim 2, wherein said user activity is
ritualistic behavior and said action item is the issuance of a
corresponding command to activate said media player.
4. The method of claim 2, wherein said user activity is a
predefined gestural command and said action item is the issuance
of a corresponding command to activate said media player.
- 25 5. The method of claim 1, wherein said rule includes one
or more settings for said media player that should be established
when said rule is satisfied.
- 30 6. A method for activating a media player, comprising:
analyzing at least one of audio and video information
focused on a user to identify at least one predefined user
behavior; and

activating said media player when said user activity is identified.

7. The method of claim 6, wherein said user behavior
5 suggests that said user would like to activate said media player.

8. The method of claim 7, wherein said user behavior is
ritualistic behavior and said action item is the issuance of a
corresponding command to activate said media player.

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9. The method of claim 7, wherein said user behavior is a
predefined gestural command and said action item is the issuance
of a corresponding command to activate said media player.

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10. The method of claim 6, wherein said media player is
activated with one or more predefined settings.

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11. A system for activating a media player, comprising:
a memory for storing computer readable code; and
a processor operatively coupled to said memory, said
processor configured to:

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establish at least one rule defining a predefined user
activity, said rule including at least one condition and an
action item to be performed to automatically activate said media
player when said rule is satisfied;

analyze at least one of audio and video information
focused on a user to identify said condition; and
perform said action item if said rule is satisfied.

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12. A system for activating a media player, comprising:
a memory for storing computer readable code; and
a processor operatively coupled to said memory, said
processor configured to:

analyze at least one of audio and video information focused on a user to identify at least one predefined user behavior; and

activate said media player when said user activity is identified.

13. An article of manufacture for activating a media player, comprising:

a computer readable medium having computer readable code means embodied thereon, said computer readable program code means comprising:

a step to establish at least one rule defining a predefined user activity, said rule including at least one condition and an action item to be performed to automatically activate said media player when said rule is satisfied;

a step to analyze at least one of audio and video information focused on a user to identify said condition; and

a step to perform said action item if said rule is satisfied.

14. An article of manufacture for activating a media player, comprising:

a computer readable medium having computer readable code means embodied thereon, said computer readable program code means comprising:

a step to analyze at least one of audio and video information focused on a user to identify at least one predefined user behavior; and

a step to activate said media player when said user activity is identified.

15. A system for activating a media player, comprising:

means for establishing at least one rule defining a predefined user activity, said rule including at least one condition and an action item to be performed to automatically activate said media player when said rule is satisfied;

5 means for analyzing at least one of audio and video information focused on a user to identify said condition; and

means for performing said action item if said rule is satisfied.

10 16. A system for activating a media player, comprising:

means for analyzing at least one of audio and video information focused on a user to identify at least one predefined user behavior; and

15 means for activating said media player when said user activity is identified.